

DREAMWORKS  
**SHREK**  
**THE THIRD**

NINTENDO **DS**<sup>™</sup>



EmuMovies

ACTIVISION

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Single-Card  
Download Play

**2-15**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.**



Wireless DS  
Multi-Card  
Play

**2-3**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**



**Descriptors**

Cartoon Violence  
Comic Mischief

LICENSED BY



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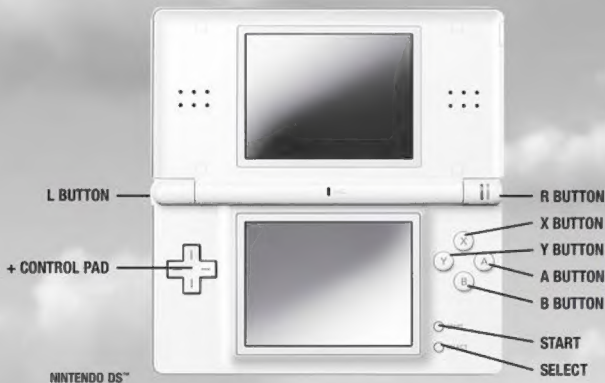
## **CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

# Getting Started

1. Insert the *SHReK the THiRD™* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.

*Note: The SHReK the THiRD™ Game Card is for the Nintendo DS™ system only.*



# Introduction

This was supposed to be a simple task. All that Shrek® had to do was locate Fiona's cousin so that he could rule Far Far Away in his stead. But things got complicated when the evil Prince Charming took over the castle and Shrek,® Artie, Puss in Boots and Donkey got shipwrecked in the middle of nowhere.

Their only hope to save Far Far Away was an old wizard named Merlin. Unbeknownst to them, obtaining Merlin's help was not as simple as it would seem. You see, with an ill-placed spell, Donkey was accidentally turned into a talking parfait. Before our heroes could return to Far Far Away, they would need to go on a journey to collect Golden Fairies to undo the spell.

This was to be a simple task, but unfortunately, Charming's minions would be there every step of the way to try to capture our heroes once and for all. Only by working together and mastering the use of Merlin's magic wand would our heroes finally return home.

## Game Modes

*SHReK the THiRD™* Nintendo DS™ features Single-Player and up-to-three-player Wireless Co-operative Multiplayer, as well as a single-card Single-Player Demo.

### Single-Player Game

#### *Starting a New Single-Player Game*

To start a new game, use the Touch Screen to select the **Single Play** icon and then select the game file you want to have your "new game" be recorded on. After watching the introduction, you will begin the tutorial level. The game auto-saves after you complete each level.

## Local Wireless Multiplayer Co-op

*SHReK the THiRD™* allows you to play in up-to-three-player Co-operative Mode. Two or three Nintendo DS™ systems will be needed (one for each player) and a *SHReK the THiRD™* game card per Nintendo DS™ system.

1. From the title screen have everyone choose **Multiplay** and the game slot they want to save data in.
2. The player that will host will then choose **Host Game** (up to two others will join this game). The host will choose the size of the game (two or three players) and then be taken to the Lobby screen. From this screen, they will see a list of users who are displayed by their user names (which are taken from the settings of their Nintendo DS™ system).
3. The other players that want to join this host's game will select **Join Game** and, from there, follow the last step from #2.
4. They will now select the host's user name from the list. The host will then select **Play** on their screen and then choose what level to play while the other players wait in the Lobby.

### *Local Wireless Multiplayer Co-op Mode Specifics*

- While playing Co-operatively, you further progress your single-player adventure. All newly collected Coins and Fairies (ones you haven't found yourself in your single-player game) will be saved to the slot you are playing on. You will only get to keep the collectables if you successfully defeat the level.
- In Co-op, the host's progression determines what levels are unlocked when the session is started. Unlocking new levels is the same as in single player except that a combined score is used to unlock bosses. The total Coin and Fairy counts are doubled or tripled from what is required in Single Play, because each player's total is added together when the host goes to the Level Select screen.
- If one person quits out of the game, then the whole game ends. Boss difficulty and behavior is adjusted based on how many players there are. Also, Hologram Boxes and Cinematic Camera Pans are disabled in Co-op, and you cannot skip Storybook cut-scenes with the START Button.

## Local Wireless Demo

The Wireless Demo allows a player who owns a copy of *SHReK the THiRD™* for the Nintendo DS™ to broadcast a playable version of the tutorial level up to 15 other Nintendo DS™ systems at a time. When you share this demo with your friends they can play the tutorial level as many times as they want as long as the Nintendo DS™ system is not turned off. This Demo does not contain the sounds or music of the full game.

### *Broadcasting and Downloading a Local Wireless Demo*

To begin you need one copy of *SHReK the THiRD™* for the Nintendo DS™, a Nintendo DS™ to broadcast the demo and another Nintendo DS™ system to receive it.

1. From the title screen the player with the *SHReK the THiRD™* cartridge must choose **Demo**.
2. Upon selecting this option, player immediately continues to the broadcasting screen. As long as the screen remains active the Demo will be broadcasted to up to 15 other Nintendo DS™ systems at a time.
3. The system(s) receiving the Demo must start the Nintendo DS™ system and select **DS Download Play** from the system menu. Once their system locates the broadcasted signal they can begin to download the Demo.
4. Download time varies depending on how many users are connected at a time.



# Game Controls

The game is played using a combination of Stylus and the system buttons. The controls are designed so that you can play this game right- or left-handed.

- **+Control Pad** – Right-handed configuration for Move and Climb.
- **A, B, X and Y Button** – Left-handed configuration for Move and Climb.
- **R or L Button Hold** – Enter Spell Mode, also known as Donkey Mode. While the **L** or **R** Button is held down, you can cast Spells by touching objects on the Touch Screen.
- **Start Button** – Pause game/View map or Boss Hint.
- **Blow Air or Speak into the Nintendo DS™ Microphone While Holding L or R Button** – Generate noise while in Spell Mode to Blow Wind and move Artie when he is in the water, fight flying AI, raise Magic Carpets and put out Blue Fires.
- **Touch Screen** – The Touch Screen is used to perform character moves, switch characters, target enemies, player characters or objects.
- **Character Switching** – Touch the character portraits to select a different character.

## Playable Characters and Abilities

Shrek®, Puss in Boots and Artie must combine their special abilities to complete their quest. You can perform each of the characters special moves by touching and sliding with the Stylus on the Nintendo DS™ Touch Screen.

### *Shrek®*

Shrek® leads the team with strength and determination. His ogre demeanor comes in handy when navigating the many obstacles of Far Far Away.

**Stylus Touch** – Makes Shrek® punch.

**Stylus Slide Down** – Makes Shrek® stomp to break objects, shake things up and stun villains.

**Stylus Slide Up** – Makes Shrek® perform a powerful uppercut.

**Stylus Slide Left or Right** – Makes Shrek® charge through weak walls and also villains.



## *Puss in Boots*

What Puss in Boots lacks in power he more than makes up for in agility. He can leap and bound and use his sharp claws to cling to walls.

**Stylus Touch** – Makes Puss in Boots attack with his sword.

**Stylus Slide Down** – Makes Puss in Boots perform a roll attack that can be used to fight enemies as well as pass through low passages.

**Stylus Slide Up (Across or Diagonal)** – Makes Puss in Boots jump with his sword ready for action.



## *Artie*

Artie is a born leader but he needs to believe in himself a bit more. During the quest he wields the Magic Shield that is partly responsible for Merlin's condition. This versatile shield can be used to block attacks, travel on water, and be thrown as a long-range weapon.

**Stylus Touch** – Makes Artie change the position of his Magic Shield between forward and up. Artie's Magic Shield can absorb almost every attack.

**Stylus Slide Down** – Makes Artie perform a powerful Shield Bash to knock down even the most powerful of villains.

**Stylus Slide Up (Across or Diagonal)** – Makes Artie throw a Magic Shield Blast.



## **Advanced Tactics**

Some moves will require specific conditions before they can be executed. Mastering these moves is crucial in completing the quest.

**Shrek® Stalactite Stomp** – Shrek® can dislodge Stalactites and other objects by stomping the ground. These objects can be used to activate switches and hit villains; just look out that Shrek® is not getting hit as well.

**Spectator Mode** – When playing in Multiplayer Mode you will enter Spectator Mode when you try to switch to a character someone else is controlling. While in Spectator Mode, you can't control the character but you can help with Donkey Spells. To exit Spectator Mode, switch to any deselected character.

**Golden Fairies** – Gold Fairies are the most magical of Fairies and Merlin needs them to break the spell that has turned him into a frozen dessert. Gold Fairies will restore both health and magic when collected.

**Hologram Boxes** – These objects provide quick glimpses on the events transpiring elsewhere in the fairytale world. They only appear in Single-Player Mode.

## Donkey Mode or Spell Mode

Donkey is not sitting this adventure out. In fact he is helping out with spells from Merlin's house using Merlin's old Magic Wand. To enter Donkey Mode/Spell Mode you must hold down the **L** or **R** Button. While in this mode the objects you can cast spells on will look a bit different; you will not be able to perform special character moves but you will be able to cast Spells so long as you have enough Magic on the Magic Bar in the Top Screen.

**Donkey Touch Spells** – Touch the villains or objects that look different while inside Spell Mode to enchant them. Some Spells will drain your Magic Bar faster than others and some Spells will wear off over time.

**Donkey Microphone Spells** – The Nintendo DS™ Microphone will be enabled whenever you are inside Spell Mode. Microphone input is used to create Wind Spells, which are used to temporarily put out fires, raise flying carpets, make Artie Surf in the water and affect the various flying foes.

## Unlockables and Cheats

To get the most out of *SHReK the THiRD*™, try to read all the hints available in the game (remember to touch the **?** to see all the pages of the hints). Special bonuses and power-ups are rewarded for collecting everything in a level, as well as for starting up the game with *SHReK the THiRD*™ GBA, *Shrek 2. Beg for Mercy* GBA or *Shrek 2*™ GBA Game Paks inserted in the GBA slot of the Nintendo DS.™

# Credits

## Cast of Characters

**Shrek**

Michael Gough

**Donkey**

Mark Moseley

**Puss in Boots/Evil Tree**

Andre Sogliuzzo

**Artie**

James Arnold Taylor

**Evil Pinocchio**

Cody Cameron

**Witches**

Susanne Blakeslee

Holly Fields, Natalie Lander

**Head Witch**

Enn Matthews

**Evil Knights**

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**Pirates**

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**Giant**

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